IN THE CLAIMS:

Claims 5 and 7 were previously amended, Claims 1 and 9 have been currently amended, Claim 10 is deleted, Claims 11-22 were previously added, and Claims 2, 4, 6 and 8 are original.

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1.   (Currently Amended) A method of delivering an interactive application to a plurality of target platforms constituted by different broadcast networks, each broadcast network operating a respectively different broadcast protocols, the method comprising:

providing a set of application components;

converting the set of application components into a plurality of streams of broadcast data, each stream of broadcast data conforming with a respective target platform; and

delivering each stream of broadcast data to its respective target platform.

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2.   (Original) A method according to claim 1 further comprising manually inputting real-time application data;

converting the real-time application data into a plurality of streams of real-time broadcast data, each stream of real-time broadcast data conforming with a respective target platform; and

delivering each stream of real-time broadcast data to its respective target platform.

3.   (Original) A method according to claim 1, further comprising storing the application components and/or real-time application data in a data store; and retrieving the application components and/or real-time application data from the data store before converting it into a stream of broadcast data.

1   4.   (Original)   A method according to claim 1, wherein the step of converting

2 comprises translating, substituting, selecting, time managing, or adapting for different data

3 transmission mechanisms.

1   5.   (Previously Amended)   A method according to claim 1, further comprising

2 receiving and processing return data from one or more of the target platforms.

1   6.   (Original)   A method according to claim 5 wherein the application comprises a

2 game and the return data comprises game-play input.

1   7.   (Previously Amended)   A method according to claim 1, wherein each target

2 platform comprises an application processor.

1   8.   (Original)   A method according to claim 7 further comprising interrogating the

2 application processor to determine the data capabilities of the application processor; and

3 downloading data from the stream of broadcast data in accordance with the determined data

4 capabilities of the application processor.

1   9.   (Currently Amended)   Apparatus for delivering an interactive application to a

2 plurality of target platforms constituted by respective different broadcast networks, each

3 broadcast network operating a respectively different broadcast protocols, the apparatus

4 comprising:

5   a system for providing a set of application components;

6   a plurality of broadcast systems interfaces each converting the set of application

7   components into a respective stream of broadcast data, conforming with the respective target

8   platform;

9   a system for delivering each stream of broadcast data to its respective target

10   platform.

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1   10.   (Deleted)

1   11.   (Previously Added)   A method according to claim 1, wherein the application

2   components comprise one or more of executable program files, bit maps, sound samples, real-

3   time data instructions, and video chips.

1   12.   (Previously Added)   A method according to claim 4, the method comprising

2   substituting an application component with an alternative component on one of the broadcast

3   data streams.

1   13.   (Previously Added)   Apparatus according to claim 9, the apparatus further

2   comprising means for substituting an application component with an alternative component on

3   one of the broadcast data streams.

1   14.   (Previously Added)   A method according to claim 7, wherein each target platform

2   comprises a plurality of application processors.

1   15.   (Previously Added)   A method according to claim 14, wherein the converting step

2   compensates for timing differences between the broadcast networks in handling the broadcast

3   data so as to temporally synchronise the broadcast data at each application processor.

1   16.   (Previously Added) A method according to claim 15, wherein the compensation

2 is achieved by selectively delaying broadcast of data to the target platforms.

1   17.   (Previously Added) A method according to claim 15, wherein the compensation

2 is achieved by including timing information in the broadcast data.

1   18.   (Previously Added) Apparatus according to claim 9, wherein each target platform

2 comprises an application processor.

1   19.   (Previously Added) Apparatus according to claim 18, wherein each target

2 platform comprises a plurality of application processors.

1   20.   (Previously Added) Apparatus according to claim 19, wherein the broadcast

2 systems interfaces compensate for timing differences between the broadcast networks in

3 handling the broadcast data so as to temporally synchronise the broadcast data at each

4 application processor.

1   21.   (Previously Added) Apparatus according to claim 20, wherein the broadcast

2 systems interfaces carry out the compensation step by selectively delaying the broadcast of data

3 to the target platforms.

1   22.   (Previously Added) Apparatus according to claim 20, wherein the broadcast

2 systems interfaces carry out the compensation step by including timing information in the

3 broadcast data.